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How to cool a graph

The spread of influence is a major topic in network science, where contagion spreads from vertex-to-vertex by prescribed rules. We consider a new such process called cooling, which spreads in graphs as slowly as possible. Cooling can be thought of as the dual to burning, which is a well-studied topic introduced a decade ago. We survey results on cooling, including bounds and exact values on graph families, and isoperimetric inequalities with applications to grids.